

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - 5 a plurality of selections;  
a plurality of symbols, wherein each of said symbols is associated with one of the selections and at least one pair of the symbols is related;  
at least one set of match values, wherein at least two match values in said set are different;
  - 10 at least one display device adapted to display the selections and the symbols to a player; and  
a processor operable with the display device to enable the player to pick at least one of the selections, cause the symbol associated the player picked selection to be displayed by the display device, and upon the pair of related  
15 symbols being displayed by the display device randomly select at least one of the match values from the set of match values and award said randomly selected match value to the player.
2. The gaming device of Claim 1, which includes a plurality of pairs of  
20 related symbols.

3. A gaming device comprising:
- a plurality of selections;
  - a plurality of symbols, wherein each of the symbols is associated with one of the selections, at least one pair of the symbols is related and at least one symbol is unrelated to any other of the symbols;
  - at least one match value associated with the pair of related symbols;
  - at least one termination scheme associated with said unrelated symbol, which includes at least one additional pick of one of the selections;
  - at least one display device adapted to display the selections and the symbols to a player; and
  - a processor operable with the display device to enable the player to pick a plurality of the selections, cause the display device to display the symbol associated with the player picked selection, award at least one match value associated with the pair of related symbols to the player when said pair is displayed by the display device, and initiate the termination scheme associated with the unrelated symbol when the unrelated symbol is displayed by the display device.
4. The gaming device of Claim 3, which includes at least one basic value associated with each of the symbols, wherein said basic value is awarded to the player when the symbol associated with the basic value is displayed by the display device.

5. The gaming device of Claim 3, which includes a plurality of said unrelated symbols, each unrelated symbol associated with at least one termination scheme.
- 5 6. The gaming device of Claim 3, which includes a plurality of pairs of related symbols.
7. A gaming device comprising:
- a plurality of selections;
- 10 a plurality of symbols, wherein each of said symbols is associated with one of the selections, at least one pair of the symbols is related and at least one symbol is unrelated to any other of said symbols;
- at least one match value associated with the pair of related symbols;
- at least one termination scheme associated with the unrelated symbol,
- 15 which includes a predetermined number of picks of the selections;
- at least one display device adapted to display the selections and the symbols to a player; and
- a processor operable with the display device to enable the player to pick a plurality of the selections, cause the display device to display the symbol
- 20 associated with the player picked selection, award at least one match value associated with the pair of related symbols to the player when said pair is displayed by the display device, and initiate the termination scheme associated with the unrelated symbol when the unrelated symbol is displayed by the display device.

8. The gaming device of Claim 7, which includes at least one basic value associated with each of the symbols, wherein said basic value is awarded to the player when the symbol associated with the basic value is displayed by the  
5 display device.

9. The gaming device of Claim 7, which includes a plurality of pairs of related symbols.

10. A gaming device comprising:
- a plurality of selections;
  - a plurality of symbols, wherein each of said symbols is associated with one of the selections, at least one pair of symbols is related and at least one
- 5 symbol is unrelated to any other of said symbols;
- at least one match value associated with the pair of related symbols;
  - at least one display device adapted to display the selections and the symbols to a player;
  - at least one termination scheme associated with the unrelated symbol,
- 10 wherein the bonus round terminates upon a next pair of related symbols being displayed by the display device; and
- a processor operable with the display device to enable the player to pick at least one of the selections, cause the display device to display the symbol associated with the player picked selection, award the match value associated
- 15 with the pair of related symbols to the player when said pair is displayed by the display device, and initiate the termination scheme associated with the unrelated symbol when the unrelated symbol is displayed by the display device.
- 20 11. The gaming device of Claim 10, which includes at least one basic value associated with each of the symbols, wherein said basic value is awarded to the player when the symbol associated with the basic value is displayed by the display device.

12. The gaming device of Claim 10, which includes a plurality of pairs of related symbols.

13. A method for playing a game of a gaming device, said method comprising the steps of:

- (a) displaying a plurality of selections for a player to select, wherein each selection is associated with one of a plurality of symbols and at least one pair of the symbols is related;
- (b) enabling the player to pick at least one of the selections and displaying the symbol associated with the selection;
- (c) if the pair of related symbols is displayed, randomly selecting a match value from at least one set of match values associated with the pair of related symbols, said set of match values includes at least two match values which are different;
- (d) awarding the player the match value randomly selected from the predetermined set of match values; and
- (e) repeating steps (b) to (d) at least once.

14. The method of Claim 13, which includes the step of operating the gaming device through a data network.

15. The method of Claim 14, wherein the data network is an internet.

16. The method of Claim 13, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

17. A method for playing a game of a gaming device, said method comprising the steps of:

- 5 (a) displaying a plurality of selections for a player to select, wherein each selection is associated with one of a plurality of symbols and at least one pair of the symbols is related and at least one symbol is unrelated;
- (b) enabling the player to pick at least one of the selections and displaying the symbol associated with the selection;
- 10 (c) if the pair of related symbols is displayed, awarding the player at least one match value associated with the pair of related symbols;
- (d) if the unrelated symbol is displayed, initiating a termination scheme which is associated with said unrelated symbol, which  
15 includes enabling the player to pick at least one additional selection; and
- (e) repeats steps (b) to (d) at least once.

18. The method of Claim 17, which includes awarding the player at least  
20 one basic value associated with the displayed symbol.

19. The method of Claim 17, wherein the termination scheme further includes terminating the bonus round upon the subsequent display of two related symbols.

20. The method of Claim 17, wherein the termination scheme further includes terminating the bonus round when a predetermined number of picks by the player occurs.

5 21. The method of Claim 17, which includes the step of operating the gaming device through a data network.

22. The method of Claim 21, wherein the data network is an internet.

10 23. The method of Claim 17, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.